



FLYING ACE

AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER ARCADE GAME OF WORLD WAR I AIRPLANE COMBAT

For:

**ATARI 400/800®: 32K Disk, 16K Cassette.
Joystick Required.**

INTRODUCTION:

FLYING ACE is a computer game in which you play the part of a World War I bi-plane pilot. Your mission is to attack and destroy the enemy trucks carrying ammunition to the front. You will be awarded points for each enemy truck, staff car and airplane you destroy. The object of the game is to obtain the highest possible score.

You will be given four bi-planes (three are held in reserve) at the start of the game. The game will end when all of your planes have been destroyed.

Each enemy truck is worth 50 points, each enemy plane counts 25 points. Occasionally, you will fly over a staff car carrying enemy officers. You will receive 400 points for each staff car you destroy. If your score goes over 10,000 you will be awarded an extra backup plane. Although you receive points for shooting down enemy planes protecting the convoy, the trucks are your primary target. If you **complete** a mission (see below) without having destroyed at least 8 trucks you will be penalized by having one of your reserve planes taken away.

SETTING UP AND STARTING THE GAME:

After the program has been loaded you will see the opening screen graphic. When this screen is displayed you have the option of changing the difficulty level of the game and selecting a ONE or TWO player game.

To change the level of difficulty use the yellow OPTION key on the right of the Atari keyboard. Press this key until the desired level of difficulty appears on the screen. There are three levels of difficulty, with Level 3 being the most difficult.

To change from a one-to a two-player game, or vice versa, press the yellow SELECT key. In the two-player game the players will alternate missions. The score, number of planes remaining and total hits on the plane are displayed on the bottom left of the screen for the first player and on the bottom right for the second player. The first player will plug his joystick into port #1, the second player plugs his stick into port #2.

Once you are satisfied with the game setup press the yellow START key to begin the game.

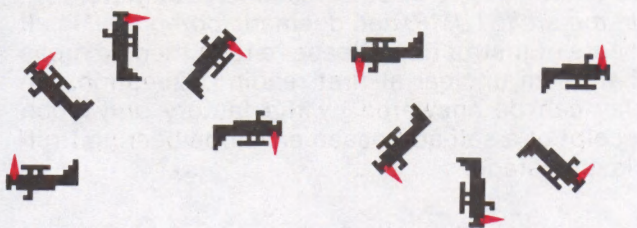
GAME PLAY:

After pressing the yellow START key your plane will be displayed sitting on a runway. To takeoff, pull back on the joystick until the plane is airborne (position the "fire" button in the upper left). If your plane is not airborne by the time it gets to the end of the runway it will crash.

Your plane is controlled with the joystick in much the same way a real bi-plane is controlled. Pulling the stick back will cause the plane's nose to rise and the plane will climb. Continue to pull back on the joystick and the plane will loop backwards (clockwise). Pushing the stick forward will cause the nose of the plane to drop and the plane will dive. Keep the joystick pressed forward and your plane will loop forward (counterclockwise). Keep in mind that up and down is in relation to the aircraft's top and bottom, not the ground. If you are flying upsidedown and pull the joystick back the nose of the plane will move towards the ground.

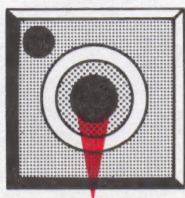
The speed of the plane is controlled by the computer and cannot be changed. Both your plane and the enemy plane move at about the same speed.

CONTROLLING THE PLANE:



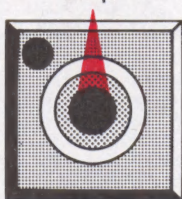
Ground

Nose will
go up



Joystick Back

Nose will
drop



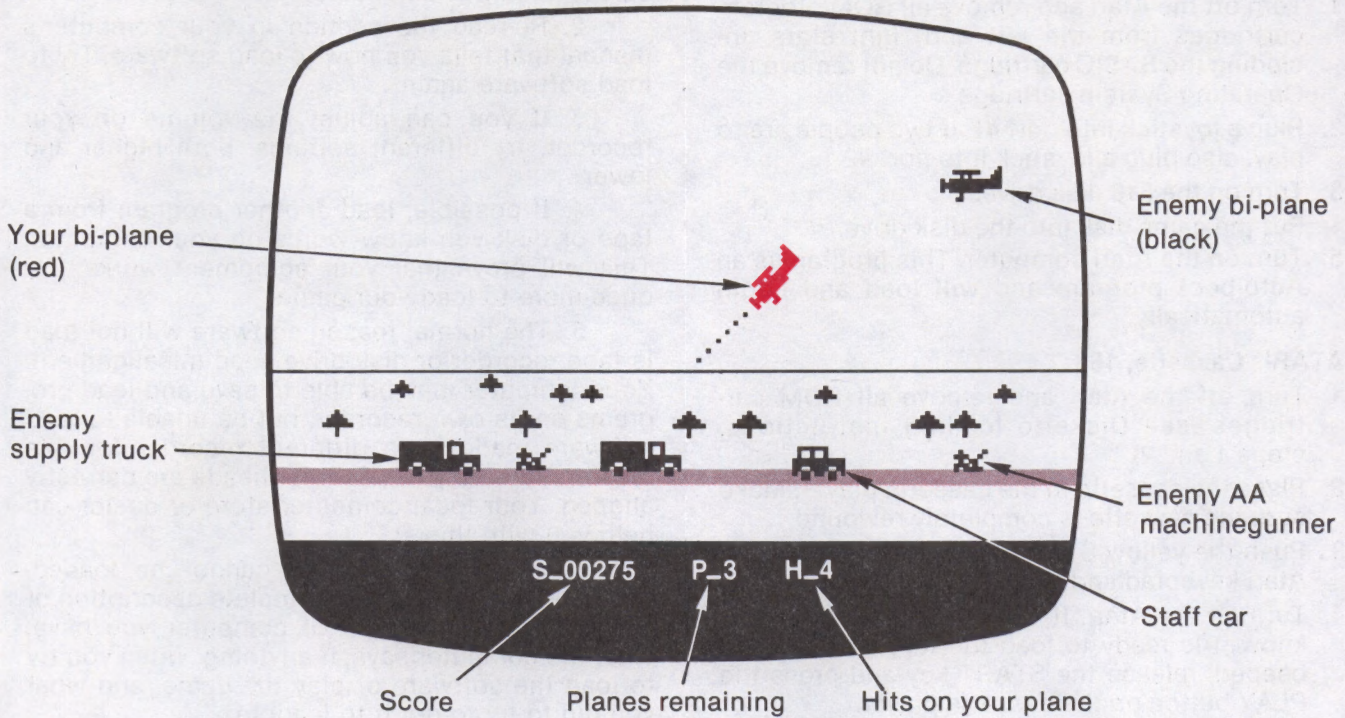
Joystick Forward

To destroy an enemy truck, car or plane shoot at it with the machinegun mounted on the front of your plane, over the engine. Do this by aiming the nose of your bi-plane at the target and pressing the red "fire" button on the joystick control. NOTE: a single hit by your machinegun is usually not enough to destroy the target, you must shoot at it until it explodes or, if the target is an enemy plane, it goes into a tailspin and crashes into the ground below.

The game is broken into missions. A mission consists of your take-off from the aerodrome runway, flying over the convoy and then landing your plane again. To land, you must descend without letting the plane's nose drop too sharply so that the plane's wheels hit the runway first with enough runway remaining to coast to a stop. If you run out of runway the plane will careen off the end and crash. After successfully landing, your plane is refueled, the machinegun is reloaded and all hits are repaired. You can then take off again. If you fly past the airfield your plane will run out of fuel and crash. Remember: if you failed to destroy at least eight trucks during the last mission one reserve bi-plane will be taken from you.

SCREEN SCHEMATIC

Single Player Display



LANDING THE PLANE:



Incorrect Landing Procedure



Correct Landing Procedure

Each convoy will be protected by a squadron of enemy bi-planes. Some convoys will also be guarded by anti-aircraft machinegunners stationed along the side of the road. During the first few missions the enemy planes can be easily evaded and shot down, but during the later missions the enemy will send more seasoned pilots against you. But remember, even an inexperienced enemy pilot will shoot you down if you let him get a good shot.

Your plane will be shot down if it is hit more than **eight** times by enemy machinegun fire. The game is over when all of your planes have been destroyed.

LOADING INSTRUCTIONS:

ATARI® Diskette, 32K:

1. Turn off the Atari and remove all ROM program cartridges from the left and right slots, including the BASIC cartridge. Do not remove the Operating System cartridge.
2. Plug a joystick into port #1. If two people are to play, also plug a joystick into port #2.
3. Turn on the 810 disk drive.
4. Put the game disk into the disk drive.
5. Turn on the Atari computer. This program is an Auto-boot program and will load and begin automatically.

ATARI® Cassette, 16K:

1. Turn off the Atari and remove all ROM cartridges (see Diskette loading instructions, steps 1 and 2).
2. Place the cassette in the cassette player. Make sure the cassette is completely rewound.
3. Push the yellow START key on the right of the Atari keyboard and KEEP IT DOWN.
4. Turn on the Atari. It will beep once to let you know it is ready to load the tape. After it has beeped, release the START key and press the PLAY button on the cassette player.
5. Press the RETURN key on the Atari keyboard. The cassette will begin to run and the program will load.
6. When the entire program is loaded, the cassette player will stop and the game will begin automatically.

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CREDITS:

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Winch Chung

Joe Sheppard

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

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Consumer Relations

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QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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